

ABSTRACT

A method of, and apparatus for, interconnecting players via a communications network for gaming, for example via the internet. Each user's terminal accepts that is indicative of purchase of a physical token and is associated with player data. The key data is validated, and the player is then allowed access to a game of skill running on a server and playable via the respective user terminals. Gaming inputs associated with the game are accepted from the users via the respective user terminals. Gaming data is provided to each of the user terminals, the gaming data being based on interaction between:

gaming software;
the gaming inputs from the user terminals; and
the player data associated with the user terminals
and their respective associated key data.

On the basis of the gaming software, one or more winners are determined from amongst the players and a prize allocated accordingly.

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